

Appln No. 09/437,580

Amdt date August 4, 2003

Reply to Office action of May 2, 2003

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

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1. (Currently Amended) A method of horizontally scrolling a display window to the left comprising the steps of:
receiving a data packet that includes a field for a blank start pixel value, which indicates a number of pixels to be blanked out;

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blanking out one or more pixels at a beginning of a portion of graphics data in accordance with the blank start pixel value by placing a read pointer at a location after said one or more pixels, the portion being aligned with a start address; and

displaying the graphics data starting at the read pointer placed at a first non-blanked out pixel in the portion of the graphics data aligned with the start address.

2. (Original) The method of horizontally scrolling a display window to the left of claim 1 further comprising the step of converting the graphics data into a common format.

3. (Original) The method of horizontally scrolling a display window to the left of claim 1 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

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4. (Original) The method of horizontally scrolling a display window to the left of claim 2 wherein the common format is selected from the group of YUV and RGB formats.

5. (Original) The method of horizontally scrolling a display window to the left of claim 1 wherein each pixel is comprised of one or more bits.

6. (Original) The method of horizontally scrolling a display window to the left of claim 5 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits.

7. (Currently Amended) A method of horizontally scrolling a display window to the right comprising the steps of:

receiving a data packet that includes a field for a blank start pixel value, which indicates a number of pixels to be blanked out;

moving a read pointer to a new start address that is immediately prior to a current start address;

blanking out one or more pixels at a beginning of a portion of graphics data in accordance with the blank start pixel value by placing the read pointer at a location after said one or more pixels, the portion being aligned to the new start address; and

displaying the graphics data starting at the read pointer at a first non-blanked out pixel in the portion of the graphics data aligned with the new start address.

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8. (Original) The method of horizontally scrolling a display window to the right of claim 7 further comprising the step of converting the graphics data into a common format.

9. (Original) The method of horizontally scrolling a display window to the right of claim 7 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

10. (Original) The method of horizontally scrolling a display window to the right of claim 8 wherein the common format is selected from the group of YUV and RGB formats.

11. (Original) The method of horizontally scrolling a display window to the right of claim 7 wherein each pixel is comprised of one or more bits.

12. (Original) The method of horizontally scrolling a display window to the right of claim 11 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits

13. (Currently Amended) A graphics display system comprising:

a display engine for receiving raw graphics data and converting the raw graphics data into graphics contents;

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a window controller for transmitting a data packet to the display engine, the data packet including a field for a blank start pixel value, which indicates a number of pixels to be blanked out; and

a direct memory access module for transferring the raw graphics data from memory to the display engine,

wherein the display engine is capable of selectively blanking out one or more pixels from a portion of the raw graphics data in accordance with the blank start pixel value, said portion being aligned with a start address, by placing a read pointer at a first non-blanked out pixel after said one or more pixels and within said portion.

14. (Previously Amended) The graphics display system of claim 13 wherein the display engine comprises means for blanking out said one or more pixels from said portion of the raw graphics data by selectively placing the read pointer.

15. (Previously Amended) The graphics display system of claim 14 wherein the direct memory access module transfers the raw graphics data from memory starting at the start address.

Claims 16-18 (Previously Canceled).

19. (Previously Amended) The graphics display system of claim 13 wherein the first non-blanked out pixel is a first pixel to be displayed.

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Claim 20 (Previously Canceled).

21. (Currently Amended) A graphics display system comprising:

a display engine for receiving raw graphics data and converting the raw graphics data into a graphics window;

a window controller for transmitting a data packet to the display engine, the data packet including a field for a blank start pixel value, which indicates a number of pixels to be blanked out; and

a direct memory access module for transferring the raw graphics data from memory to the display engine,

wherein a read pointer is initially placed on a first portion of the raw graphics data aligned with a start address,

wherein, in order to horizontally scroll the graphics window to the right, the read pointer is moved to a second portion of the raw graphics data aligned with a new start address, said new start address being an address that is immediately prior to the start address, and

wherein the display engine is capable of selectively blanking out one or more pixels from the second portion of the raw graphics data in accordance with the blank start pixel value by placing the read pointer at a first non-blanked out pixel after said one or more pixels and within said second portion.

22. (Previously Added) The graphics display system of claim 21 wherein the direct memory access module is used to

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transfer the raw graphics data from the memory starting at the new start address.

23. (Previously Added) The graphics display system of claim 21 wherein the first non-blanked out pixel is a first pixel to be displayed.

24. (Previously Added) The graphics display system of claim 21 wherein the display engine comprises means for blanking out said one or more pixels from said second portion of the raw graphics data by selectively placing the read pointer.